DUNGEONS & DRAGONS

AGE 12+

MINIATURES GAME

EVIL

❑	1/60	Shocktroop Devil	★
❑	2/60	Voracious Ice Devil	★
❑	3/60	Deathpriest of Orcus	◆
❑	4/60	Degenerate Cultist of Orcus	●
❑	5/60	Gnaw Demon	●
❑	6/60	Efreeti Flamestrider	★
❑	7/60	Visceral Devourer	◆
❑	8/60	Doresain, the Ghoul King	★
❑	9/60	Thunderblast Cyclone	◆
❑	10/60	Yuan-Ti Anathema	★

UNALIGNED

❑	11/60	Elder Red Dragon	★
❑	12/60	Fire Titan	★
❑	13/60	Armored Guulvorg	◆
❑	14/60	Bugbear Lancebreaker	◆
❑	15/60	Dragonborn Defender	★
❑	16/60	Dragonborn Myrmidon	★
❑	17/60	Dwarf Warsword	◆
❑	18/60	Feybound Halfling	◆
❑	19/60	Fire Giant Raider	★
❑	20/60	Fist of Moradin	◆
❑	21/60	Goblin Runner	●
❑	22/60	Hobgoblin Guard	●
❑	23/60	Mighty Blademaster	★
❑	24/60	Skullcleave Warrior	★
❑	25/60	Tiefling Gladiator	★
❑	26/60	Fire Bat	◆
❑	27/60	Orc Zombie	●
❑	28/60	Plaguechanged Ghoul	◆
❑	29/60	Shadow Hulk	★
❑	30/60	Xorn Ravager	◆
❑	31/60	Cave Bear	◆
❑	32/60	Cockatrice	◆
❑	33/60	Earth Titan	◆
❑	34/60	Flamescorched Kobold	●
❑	35/60	Furious Owlbear	★
❑	36/60	Galeb Duhr	●
❑	37/60	Lizardfolk Raider	◆
❑	38/60	Shifter Claw Adept	◆
❑	39/60	Storm Giant Thunderer	★
❑	40/60	Angel of Retribution	★
❑	41/60	Captain of the Watch	◆
❑	42/60	Chain Golem	◆
❑	43/60	Cloaktrick Rogue	★
❑	44/60	Half-Elf Assassin	◆
❑	45/60	Eladrin Pyromancer	◆
❑	46/60	Golden Wyvern Initiate	◆
❑	47/60	Tomebound Arcanist	★
❑	48/60	Blazing Skeleton	◆
❑	49/60	Boneclaw Impaler	★
❑	50/60	Death Titan	★
❑	51/60	Lurking Wraith	◆
❑	52/60	Young Adamantine Dragon	★
❑	53/60	Blackroot Treant	◆
❑	54/60	Enormous Carrion Crawler	◆
❑	55/60	Hellwasp	◆
❑	56/60	Ochre Jelly	●
❑	57/60	Ravenous Dire Rat	●
❑	58/60	Roper	★
❑	59/60	Elder White Dragon	★
❑	60/60	Elf Arcane Archer	◆

There are three levels of collectability:
● = Common; ◆ = Uncommon; ★ = Rare.

DUNGEONS & DRAGONS, D&D, *Against the Giants*, **Wizards of the Coast**, and their respective logos are trademarks of **Wizards of the Coast**, Inc., in the U.S.A. and other countries. ©2008 Wizards of the Coast, Inc. **MADE IN CHINA.**

400216530000001 EN

AGAINST THE GIANTS™
SET CHECKLIST

Epic Creatures and Epic Warbands

The *Against the Giants* set includes Huge creatures that open up the **D&D® Miniatures Game** to much larger battles. A number of creatures from this set have gold-bordered stat cards, indicating that they are epic and too powerful for ordinary battles. Most of these are Huge, but Doresain, the Ghoul King (8/60), is also an epic creature.

Epic Battles: Epic creatures are not legal in 200-point battles. Epic battles can be played with a warband point limit of 500 or 1,000, using miniatures of any point cost. In either case, an Epic warband can include up to ten creatures.

Huge Creatures and Moving

Many of the maps available for play with the **D&D Miniatures Game** have areas on them that are too small for Huge creatures to occupy normally. However, a Huge creature can move through a 2-square-wide opening in blocking terrain by using a move action to squeeze.

Squeeze: Move, Huge creature only; treat this creature as Large (2-square-by-2-square base) and move it up to half its Speed. At the end of this move, it expands back into its normal size and must occupy a legal position (including the space in which it ended the squeeze action). While squeezing, the creature grants combat advantage to all enemies and has -5 Attack (if it is able to attack while moving). It provokes opportunity attacks from enemies that are adjacent to it at the start of the squeeze.

Maps that are identified as Epic have enough space to let Huge creatures move around without squeezing.

Rules Notes

Power Keywords: Some abilities have keywords in parentheses. Creatures immune to effects including that keyword are not affected by those abilities. For example, the Awesome Presence special power of the Angel of Retribution (40/60) contains the Fear keyword, so creatures that have Immune Fear are not affected by that power.

Weakness: A creature with Weakness to a specific damage type or keyword is subject to the indicated effect when it takes damage of that type or is affected by a power with that keyword. For example, the Boneclaw Impaler has "Radiant Weakness: Loses Reach 3 until the end of this creature's next turn." If the Boneclaw takes radiant damage, or is subject to a power with the Radiant keyword, it loses its Reach 3 ability until the end of its next turn.

Blindsight and Tremorsense: These abilities allow a creature to ignore Conceal abilities, and to detect creatures that are invisible. However, intervening walls still don't allow the creature to "see" those enemies.

Visit Our Website

The **D&D Miniatures Game** website features updates, previews of upcoming sets, and free downloads. It also has an online warband generator, roleplaying maps and encounters, skirmish variants, an updated rulebook, and more. There's a link to our **D&D Miniatures Game** message board, where you'll find tournament announcements, advice on building warbands, and all sorts of comments from fellow players. Join the action at **www.wizards.com/minis**.

Specific Creature Clarifications

Efreeti Flamestrider (6/60): This creature's Champion powers can affect both allies and enemies.

Doresain, the Ghoul King (8/60): This creature counts as epic, even though it is not Huge, and thus is not allowed in 200-point battles.

Yuan-Ti Anathema (10/60): The Snake Form ability provides no special protection against opportunity attacks, and this creature must still end its move in a legal position.

Tiefling Gladiator (25/60): When this creature uses Spinning Strike, it switches positions with the enemy it attacked, but only if that enemy is Medium or smaller.

Fire Bat (26/60): Fiery Swoop lets this creature make a ⨺ attack against any enemy whose space it enters during the 4 squares of movement allowed during this attack action. This creature cannot make further attacks during its move action that turn.

Xorn Ravager (30/60): When using Undermine, this creature can make an attack against any enemy whose space it enters during the movement allowed during this attack action. This creature cannot make further attacks during its move action that turn.

Flamescorched Kobold (34/60): When halving numbers, round down. Thus, your opponent scores only 7 victory points for eliminating this creature with a ✧ or ✲ effect.

Lizardfolk Raider (37/60): Hammer and Shift can be used with any ⨺ attack, including opportunity attacks.

Storm Giant Thunderer (39/60): Storm Fury does not affect creatures with the Giant keyword or those with the Thunder keyword. A creature needs only one of the keywords to be immune to the power.

Cloaktrick Rogue (43/60): This creature's Quick Step ability allows it to move 2 squares when it shifts, instead of 1. Like any other shift, this movement does not provoke opportunity attacks.

Eladrin Pyromancer (45/60): Once this creature uses Razor Barrier, the effect persists until this creature moves on its own turn, so the effect can last multiple rounds if it does not move. Apply the damage from Razor Barrier before resolving the ⨺ attack.

Young Adamantine Dragon (52/60): This creature's Thundershock ability occurs only on the round following the turn in which it uses its Breath Weapon special power (not on every turn it takes thereafter).

Ochre Jelly (56/60): The Split special power cannot be used if this creature is destroyed by the attack that would have triggered Split. If there is no adjacent space in which to place the new Ochre Jelly at the time Split is triggered, then the new creature cannot be added to the battle.

Elf Arcane Archer (60/60): The Phase Arrow special power allows this creature to shoot through walls. When using this power, treat the battle map as containing no walls or other blocking terrain for purposes of selecting a target and determining cover.